

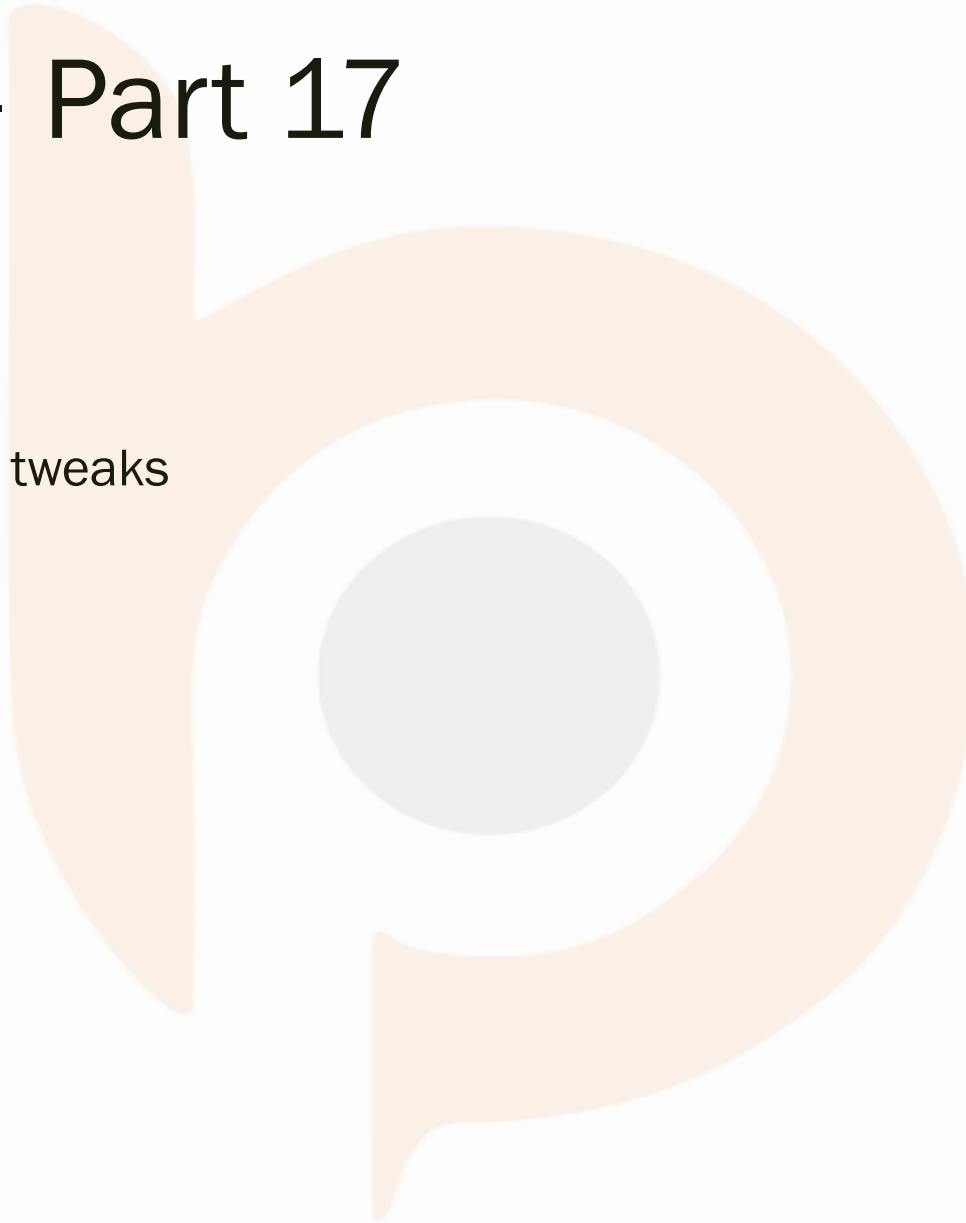


CREATING 3D ENVIRONMENTS

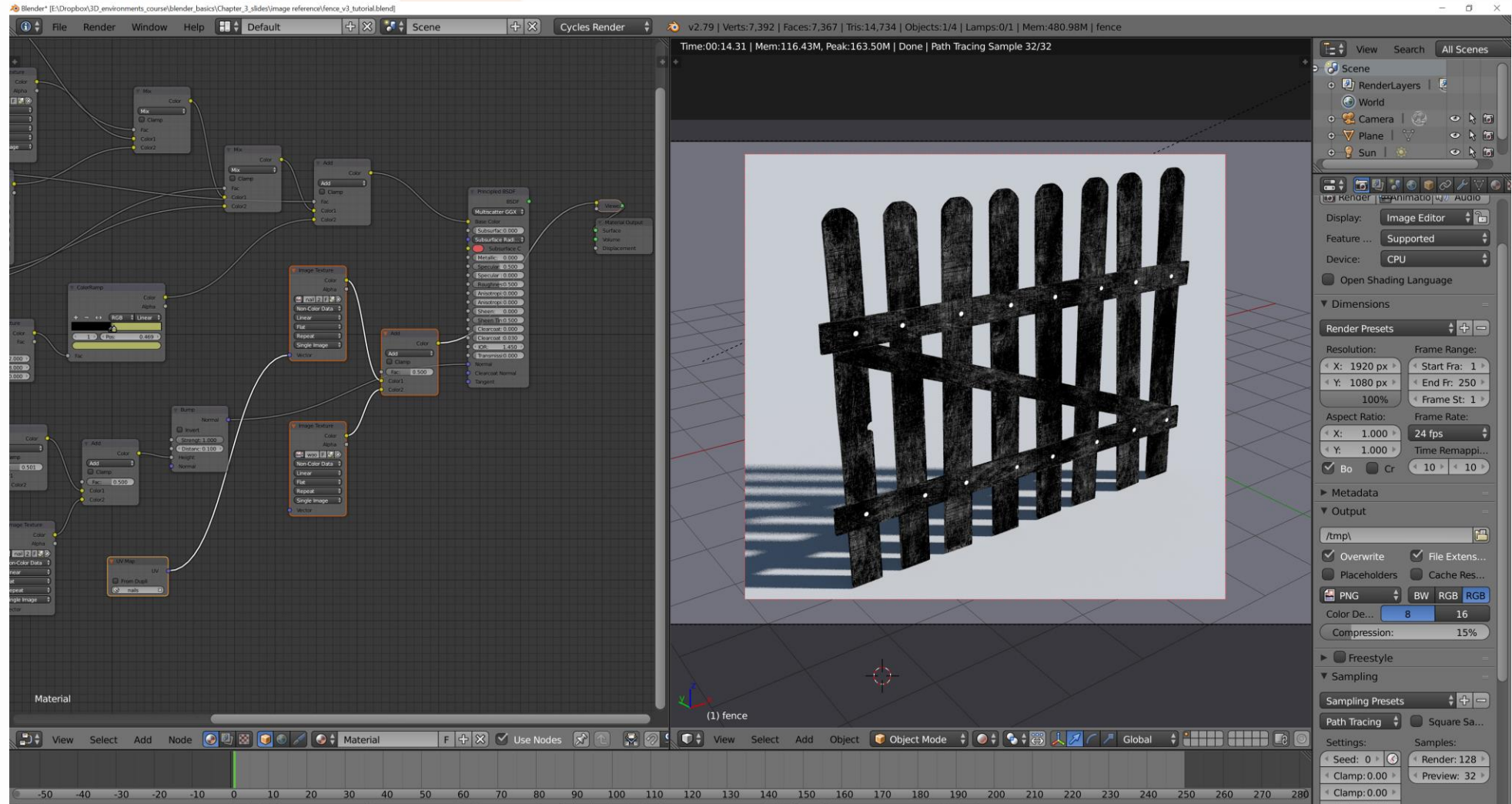
Blender Materials

Chapter 3 – Part 17

- Specular color mix
- Displacement mix
- Framing nodes + final tweaks

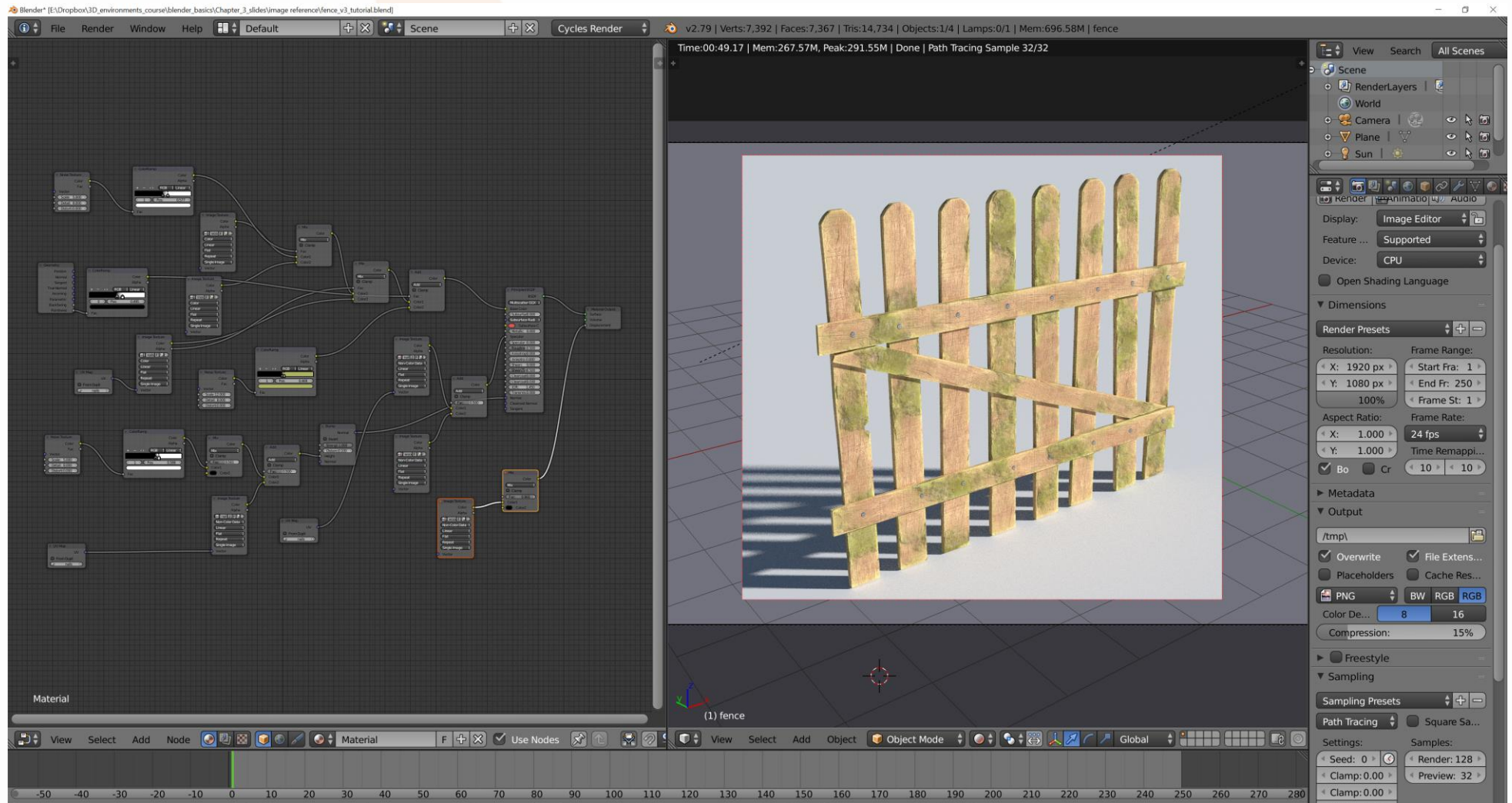


Specular color mix



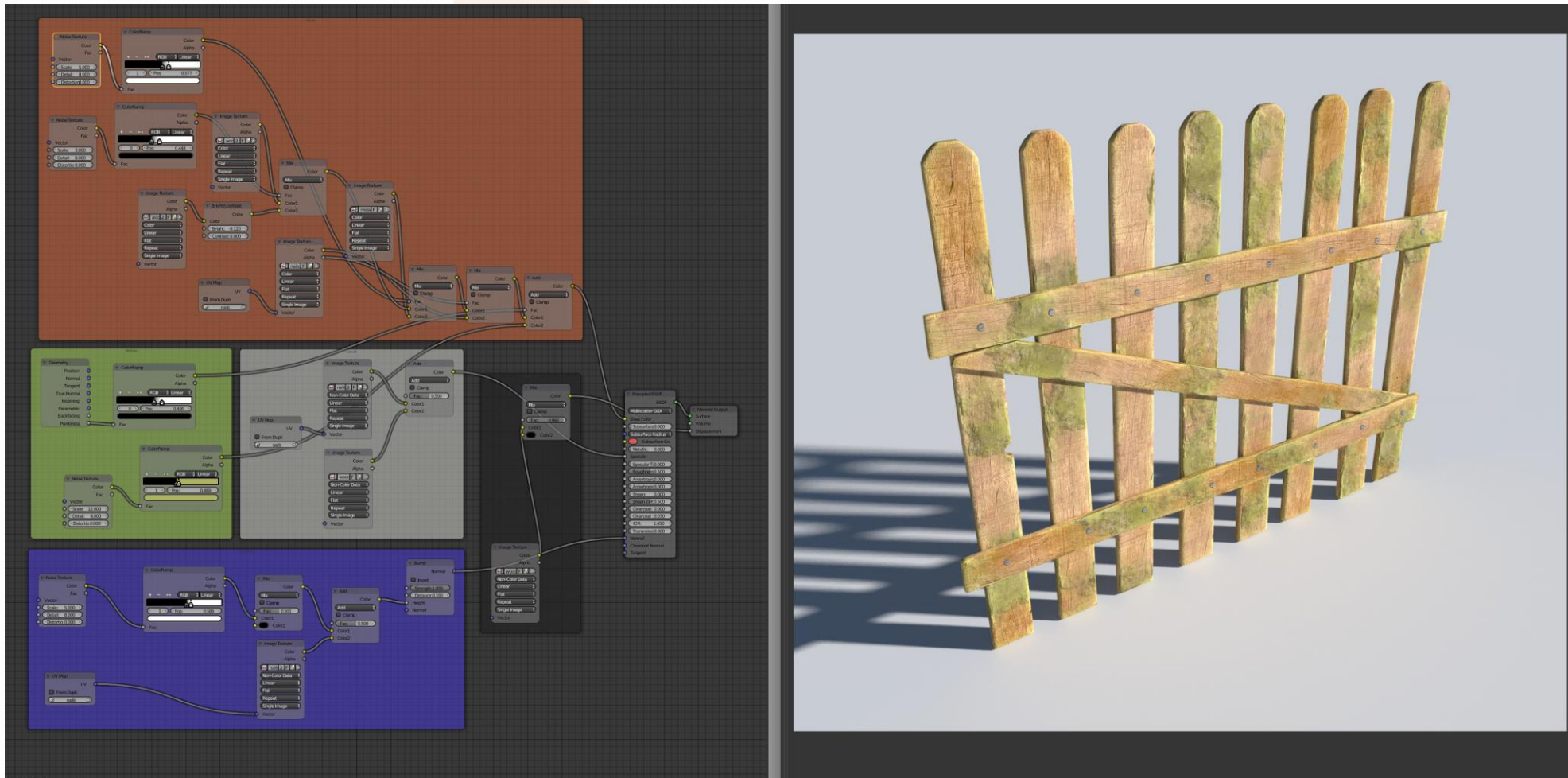
Use a new image node and open the spec texture from the wood_cleanup , same for the nail texture. Use a mix node to combine the two and switch to add blend mode. Use non color data for both image textures

Displacement mix



Open the displacement image texture and use a mix node to combine these. Use a high value to avoid a rough bumpy look. Put the mix output in the Displacement slot from the material output node.

Displacement mix



Frame all your nodes into groups. I used a green color for the pointiness, but you can pick your own colors if you prefer. My final tweak is copy the wood texture and used a brightness and contrast node to make a more dark wood color. By adding a new noise node and color ramp i mixed these together to haev more color varriation.